**VERSATILITY RANCH HORSE - REINING**

### Pattern

- **SHOW:** Dripping Springs-SHTX
- **CLASS:** #64 - SHTX IRNN - Intermediate Reining
- **DATE:** 07/01/2017

### 1/2 Point Penalties:
- Staring a circle or rolling a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback (except in Level I Youth Reining Pattern 11)
- Over- or under-spinning 1/8 to 1/4 turn

### 1 Point Penalties:
- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn

### 2 Point Penalties:
- Break of gait
- Freeze up in spin or rollback
- Failure to stop or walk before executing a lead change or pattern
- Failure to execute a lead prior to the first marker on rut-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trailing beyond 2 strides, but less than 1/2 circle

### 3 Point Penalties:
- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/poise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between reins (except two rein) per maneuver

### Off-Pattern Offs:
- Cannot place above others who complete pattern correctly
- Breaching pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Leaving arena before pattern is complete
- Repeated blatant disobedience

### EQ:
- Lameness
- Abuse
- Fall of horse/riders, run ends
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

## Manuever Scores

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**Judge's Name (Printed):** [Signature]

**Judge's Signature:** [Signature]
## MANEUVER SCORES

Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 70 points:
- 70-79 = Excellent
- 80-89 = Very Good
- 90-99 = Good
- 100 = Excellent

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**MANEUVER SCORES**

Each horsemen's name is scored between 1-10 points and automatically begin the run with a score of 70 points:
- 1½ Extremely Poor, 1 Very Poor, 1 Poor, 0 Correct, 1½ Good, 1 Very Good, 1½ Excellent

**PENALTY**
- Over-handled per maneuver
- Out of frame per maneuver
- Too slow per maneuver
- Gapping mouth
- Break of gait at Walk or trot for two (2) strides or less

**3 Point Penalties:**
- Wrong lead or cut of lead
- Grazed reins
- Break of gait at Trot
- Break of gait at Walk or trot for more than two (2) strides

**5 Point Penalties:**
- Spurion in front of circle
- Reckless disobedience
- Use of either hand to instill fear/pain
- Use of two hands except in snaffle bit or hackamore
- More than one finger between split reins or any fingers between reins

**C.O.P. (Competition Obedience Penalties):**
- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience

**DO:**
- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horsemen
### MANEUVER SCORES

Each horse/rider team is scored between 1-100 points, and automatically begins the run with a score of 70 points.

- 1/10 Extremely Poor, 1 Very Poor, .12 Poor, B Fair, .2 Good, .3 Very Good, .85 Excellent

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### OFF-PATTERN (OP):
- Cannot place above others who complete pattern correctly
- Breaking pattern
- Leaving arena before pattern is complete
- Repeated Unwanted Objection

### PENALTIES:
- Lameness
- Abuse
- Illegal equipments
- Disrespect or misconduct
- Improper western attire
- Fall of horse/rider

**Judge's Name (Printed):**

**Judge's Signature:**
# Versatility Ranch Horse - Trail

## 1 Point Penalties:
- Each bit, tie, or stepping on a log, cone, plant or any component of the obstacle
- Incorrect or break of gait at walk or canter for two strides or less
- Both front and hind feet in a single-stride space at a walk or trot
- Slipping over or failing to step into required space
- Incorrect number of strides, if specified
- One step on dismount or ground tie except shifting to balance
- Split pole at lunge

## 3 Point Penalties:
- Wrong lead or out of lead
- Dropped reins
- Break of gait at Lope
- Break of gait at Walker not for more than two (2) strides
- 2-3 steps on dismount or ground tie

## 5 Point Penalties:
- Spurring in front of cinch
- Blazing disobedience
- Use of either hand to instill fear/punishment
- Use of two hands (except stride bit or hackamores) per maneuver
- More than one finger between split reins or any fingers between normal reins per maneuver
- Knocking over, stepping out of, or falling off of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Letting go of gate
- 1 or more steps on dismount or ground tie

## Obstacle Scores

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**Judge's Name (Printed):**

**Judge's Signature:**

Printed from IHSW
### VERSATILITY RANCH HORSE - TRAIL

#### 1 Point Penalties:
- Each hit, bite, or stepping on a leg, clow, plant or any component of the obstacle
- Incorrect or break of gait at walk or trot for two strides or less
- Both front or hind feet in a single stride space at a walk or trot
- Stopping over or failing to step into required space
- Incorrect number of strides, if specified
- One step on dismount or ground tie except shifting to balance
- Split pole at rope

#### 3 Points Penalties:
- Wrong lead or out of lead
- Dropped reins
- Break of gait at rope
- Break of gait at Walk or trot for more than two (2) strides
- 2-3 steps on dismount or ground tie

#### 5 Point Penalties:
- Sparring in front of cinch
- Blatant disobedience
- Use of either hand to insilf, fearfear
- Use of two hands except in swallow bit or hackamore per maneuver
- More than one finger between split reins or any fingers between omal reins per maneuver
- Knocking over, stepping out of, or falling off of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Letting go of gage
- 4 or more steps on dismount or ground tie

#### OBSTACLE SCORES

Each horse/rider team is scored between 1-150 points and automatically begins the run with a score of 70 points.

| W/O | #   | Tie Breaker | Obstacle Description | PENALTY | CONTENT | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | PENALTY TOTAL | SCORE | OP |
|-----|-----|-------------|----------------------|---------|---------|---|---|---|---|---|---|---|---|---|---|---|-----|-------|------|----|
| 9   | 832 | RTL Gate-Back | T Shape | 5.5 | -1 | + 1/2 | + 1/2 | -1 | -1/2 | + 1 | 13 | 59 |
| 10  | 772 |             | Double & Log | 1 | + 1/2 | -1/2 | + 1 | 0 | + 1 | 0 | + 1 | 1 | 73 |
| 11  | 762 |             | Log & Log | 2 | + 1 | -1/2 | + 1 | 0 | -1/2 | + 20 | 2 | 70 1/2 |

#### Judge's Name (Printed):

[Signature]

#### Judge's Signature:

[Signature]
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**SHOW:** Dripping Springs-SHTX  
**CLASS:** #66-SHTX/WCH-IntermediateWorkingCow  
**DATE:** 07/01/2017

### VRH - LIMITED RANCH COW WORK (Amateur)

**1 Point Penalties:**
- A - Loss of working advantage  
- P - Working out of position  
- S - Slipping rein

**3 Point Penalties:**
- K - Knocking down the cow without having a working advantage  
- L - Using a cow while boxing

**5 Point Penalties:**
- B - Spinning in front of cow  
- C - Blatant disobedience  
- E - Use of either hand to install fear/pain  
- H - Use of two hands (except in snaffle bit or hackamore) per maneuver  
- M - More than one finger between split reins or any fingers between normal reins (excess two rein) per maneuver

**Off-Pattern (OP):** Cannot place above others who complete pattern correctly  
- A - Tying tail  
- E - Repeated blatant disobedience  
- J - Schooling after entering the arena prior to calling for cow  
- K - Schooling horse between cows, if new cow is awarded  
- N - Failure to attempt any part of the class

**BO:**
- A - Abuse  
- B - Lameness  
- D - Disrespect or misconduct  
- G - Illegal equipment  
- F - Fall of horse/rider; run ends  
- N - Improper western attire

### RUN CONTENT

Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 75 points:
- +1/2 Extremely Poor, -1/2 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

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</table>

**JUDGES NAME (PRINTED):** Mike Crumpler  
**JUDGES SIGNATURE:** Mike Crumpler